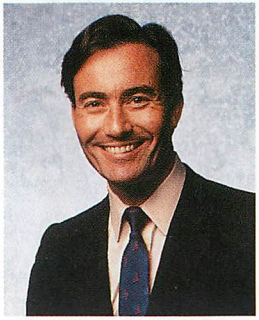
COMPUTER GAMES 1990-1991

ELECTRONIC ARTS®



Dear EA Customer,

Over the years Electronic Arts has sold more than 13 million software products to valuable customers like you. And boy are we delighted about that. There is nothing so satisfying as a happy customer. And frankly, nothing so valuable as the occasional unhappy customer who cares enough to tell us how to do a better job. Without all of you we are nothing!

In the spirit of satisfying you, I am pleased to introduce this catalog of outstanding products. There is something for everyone and I hope you will all be very pleased with what we have to offer. We now support all the leading computer and videogame systems with products in a wide range of categories. And we've spent more time and effort than ever before to build bigger and better products.

We started Electronic Arts with the philosophy that great software should be simple, hot, and deep: simple to learn, thrilling to hear, see and use, and with ever more territory to cover when you are ready to explore further. Through the years we have maintained that philosophy and raced to keep up with improvements in technology and with your own rising standards of excellence.

The products in this catalog are the best we've ever made. We hope you will be as satisfied with them as we are.

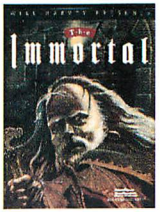
Sincerely,

Trip Hawkins
President
Electronic Arts

Apple, Apple IIGS, Macintosh, Commodore 64, Amiga, IBM and Atari ST are registered trademarks of Apple Computer, Inc., Commodore Electronics Ltd., Commodore-Amiga, Inc., International Business Machines Corp. and The Atari Corp., respectively. NBA and the NBA logo, NFLPA and the NFLPA logo, the MLBPA and the MLBPA logo are registered trademarks of the National Basketball Association, the National Football League Players Assoc. and the Major League Baseball Players Assoc., respectively. Indianapolis 500 is a registered trademark of Indianapolis Motor Speedway Corp. PGA TOUR and TPC are registered trademarks. PostScript is a registered trademark of Adobe, Inc. PANTONE® is a registered trademark of Pantone. QuickDraw® is a registered trademark of Apple Computer, Inc. Defender of the Crown™ is a trademark of Cinemaware Corp. Populous quote copyright © 1989 by The New York Times Company. Reprinted by permission.

THE IMMORTAL™

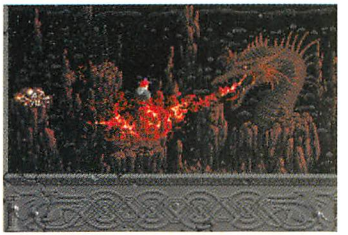
by Will Harvey

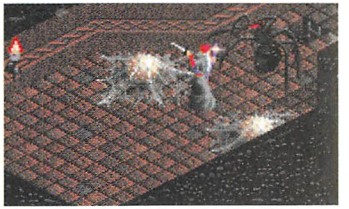


The labyrinth holds mysteries unfit for mortal eyes. Mysteries of eternal life. Of sudden death. Of sorcery and betrayal. Its shadows hide deadly traps, its puzzles tantalize. And from the caverns far below your lost master, Mordamir, calls for you to save him.

- Dodge, slash and jab against full screen goblins and trolls
- Unleash magical powers to change form, fly and shrink
- Get spiked, slimed and engulfed in flames
- Over 50 detailed rooms full of puzzles, traps and surprises

Amiga, Atari ST, Apple IIGS





CENTURION: DEFENDER OF ROME™

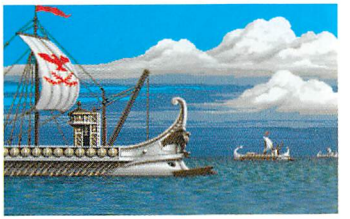
by Kellyn Beck and Bits of Magic

From the designer of Defender of the Crown™, spectacular graphics and a unique combination of role-playing and strategy make Centurion an unprecedented cinematic adventure. Lead your legions into battle and exploration at the very edge of known civilization. Then compete in the legendary chariot races or fight for your life in the gladiator events.

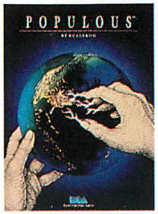
- Defend yourself on land or sea. Control legions with historically accurate battle formations
- Improve social status by participating in a colorful display of clashing gladiators and rushing chariots
- Test your diplomatic skills against the likes of Hadrian, Hannibal and the beautiful Cleopatra

IBM

"With its epic flavor and excellent graphics and interface, Centurion brings Ancient Rome to life" —*Game Player's Magazine*



POPULOUS™ by Bullfrog



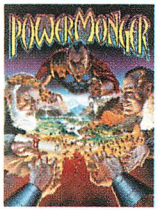
Be a deity for a day! It's your job to organize the huddled masses of your world. Tell them when to farm, when to fight, when to seek the power of your icon. Create good land so they can settle and build a strong civilization. Fling an "act of god" at enemies or non-believers. Disasters can be awesome fun! Conquer any of 500 different worlds, from cruel ice to parched desert.

- Create natural disasters to thwart your enemies — unleash volcanoes, floods, even Armageddon
- Conquer 500 different worlds all depicted with superb graphics and eerie sounds
- Dominate a world by yourself, or challenge a fellow deity via modem.

IBM, Amiga, Atari ST

"Most Innovative Game" —*Computer Entertainer*

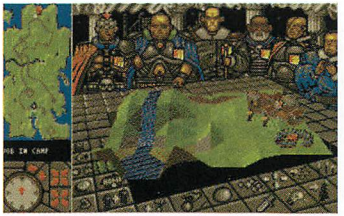
POWERMONGER™ by Bullfrog



From the designers of Populous comes an unprecedented game. In a world without kings, power is the only law. Unite each territory by word or by sword or face bitter defeat at the hands of the other PowerMongers. Experience a dynamic world of towns, mountains, waterfalls, forests and hundreds of people with individual homes, jobs and personalities.

- A game of strategy and counter-strategy. Fight battles, invent new technologies, make alliances or spy on your enemies
- Compete against 3 computer opponents or one human opponent by modem
- Zoom in and out of the action or rotate the world for multiple views
- Easy-to-use icon-driven interface

Amiga, Atari ST

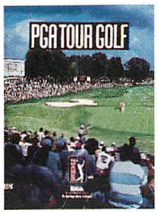


"PowerMonger is going to be game of the year" —*Info*

ADVENTURE/STRATEGY

PGA TOUR® GOLF

by Sterling Silver Software

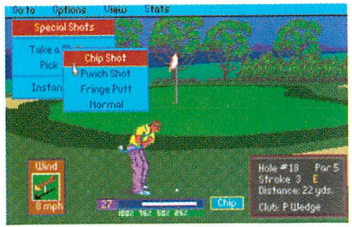


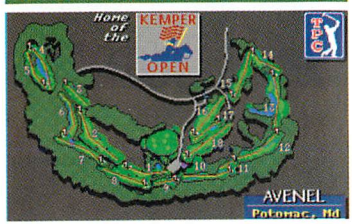
Bring home real PGA TOUR excitement and challenge from fearsome holes to tense competition in over 28,000 yards of pro golf. Play real Tournament Players Club courses like TPC at Avenel, TPC at Sawgrass, and the PGA West. Compete against 60 PGA TOUR pros in 3 four round PGA TOUR Tournaments: The Kemper Open, The Stadium Open, and The PLAYERS Championship.

- 3D topographic putting greens — read and play the putt like a pro
- Helicopter fly-by shots for a bird's eye view of every hole
- Dynamic wind conditions and a variety of ball lies affect balls' flight
- Use real pro swings like the chip shot, punch shot, and fringe putt

IBM

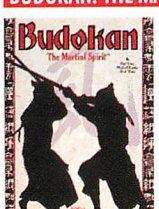
"...a game of great detail, it's excellent!" —*Game Player's PC Guide*





BUDOKAN: THE MARTIAL SPIRIT™

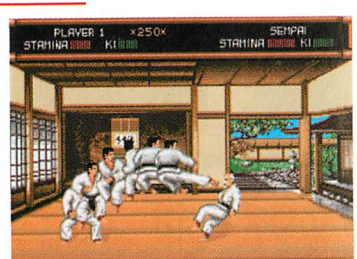
by Rick Tiberi, Ray Tobey, and Michael Kosaka



Never before has the martial arts experience been so thoroughly captured on a home computer. Develop skills in four martial arts — Karate, Kendo, Bo, and Nunchaku — then compete against a range of opponents at Budokan. Unique joystick interaction allows more than 30 techniques per art form. Fluid character animation and authentic scenery make Budokan an elegant game, where strategy and fast thinking count for more than mere physical strength.

- The most fluid, realistic graphics available with dozens of moves per art form
- Integrates Asian philosophy with martial arts fighting action
- Works with joystick or keyboard

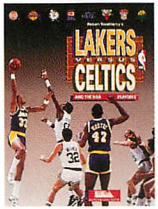
IBM, Amiga



"IBM Entertainment Program of the Year" —*Computer Entertainer*

LAKERS VS. CELTICS AND THE NBA® PLAYOFFS™

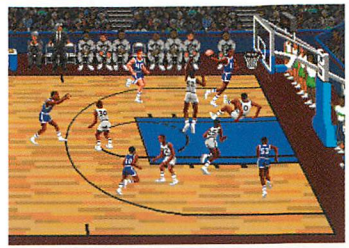
by Robert Weatherby



Get ready for the first full-court, 5-on-5 computer basketball game where you control real players from the ten best teams in the NBA. Drive the lane for a layup, substitute for tired teammates, or trap the ball on defense. Recognizable signature moves and actual statistics makes this the most realistic compter basketball game.

- Ten NBA teams and real NBA players
- Play a single game or compete in the playoff tournament
- Recognizable signature moves like Isiah Drives the Lane and The Mailman Delivers

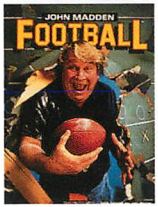
IBM



"Best PC Sports Game" —*Game Player's Magazine*

JOHN MADDEN FOOTBALL™

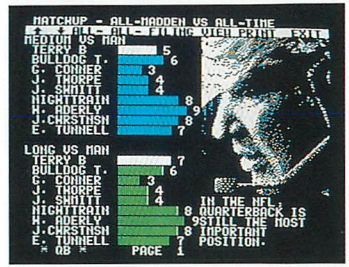
by Robin Antonick and John Madden



Play the most complete football simulation ever, with everything including situation substitutions, field conditions, 11 man teams, penalties and injuries. Control the key player in the Action Game and hit the *Umph* button for a burst of energy as you dive for the end zone. Includes everything in real football — Co-designed by John Madden.

- Includes over 160 plays from Madden's own playbooks, or design your own
- Quick Game gets you into the action in minutes.
- Set your line up based on player ratings (up to 11 per player)
- Look for the **NFLPA® Player's Disk™** to keep your teams current.

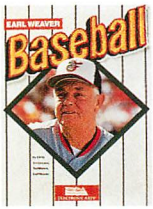
IBM, Commodore 64, Apple II



"Best Sports Simulation" —*Dragon Magazine*

EARL WEAVER BASEBALL™1.5

by Eddie Dombrower, Teri Mason, and Earl Weaver

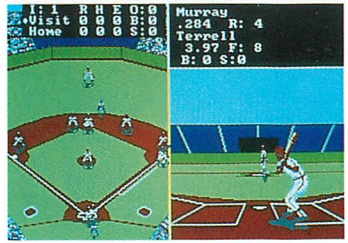


Exciting major league action, digitized sound, full-color TV-style special effects and the strategies of Earl Weaver make this the most realistic, comprehensive sports simulation ever. You'll love "Ask Earl," for on-the-spot advice from baseball's winningest manager. Includes 32 ballparks, and complete general manager and league play features.

- New batter/pitcher confrontation screen centers you in the action
- Improved keyboard interface for fast setup
- Customize games with 4 skill levels, choose your line-up and more!

1989 MLBPA® Disk™ and **Commissioner's Disk™** to enhance your game.

IBM



"The most detailed and complete game for a personal computer"—*Sports Illustrated*

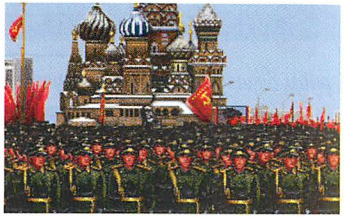
STORMOVIK: SU-25 SOVIET ATTACK FIGHTER ™

by Rick Tiberi

One Soviet Attack Fighter stands between the New Peace and a new Cold War — You! With widespread international conspiracies, we need you to fly in the elite Red Guard Strike Force of the Supreme Soviet. Military hawks and defense contractors fear the disarmament and are plotting to heat up the Cold War. Counterattack these terrorist operations now! Only you can protect Perestroika and the New Peace.

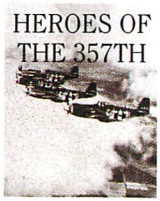
- 13 external views and hundreds of intriguing missions
- Realistic 3D structures, armored land vehicles and aircraft
- Manual complete with modern combat techniques, weapon descriptions and detailed map

IBM



HEROES OF THE 357TH ™

by Midnight Software

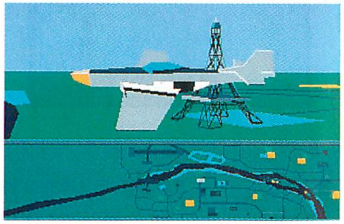


Fly with *real* heroes of World War II. Become a member of the 357th Fighter Group and undertake the same authentic bomber escort missions the "Yoxford Boys" flew over Germany. Join courageous American aces in their P-51 Mustangs during classic David vs. Goliath confrontations against Hitler's ominous Luftwaffe.

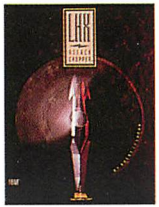
- Real American WWII bomber escort missions, based on the history of the "Yoxford Boys."
- Unique dogfighting view for a unique battle perspective
- Replays of peak action and authentic newsreels mark the progress of the war

IBM

Available Spring 1991



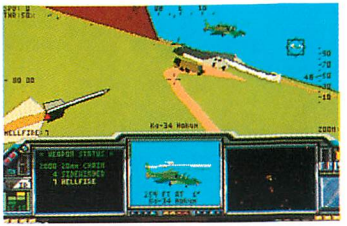
LHX ATTACK CHOPPER™ by Brent Iverson



Be the first to fly the experimental, highly classified, radar-evading light helicopter: the LHX. Fly desperate missions never before possible at night or in difficult weather. Maneuver your chopper close to your target undetected, launch your missiles, and bring it on home in one piece. You're at the center of the action, striving to out-think enemy aircraft as you engage in over a dozen missions in three geographic hotspots.

- Hundreds of unique missions: rescue pilots, escort aircraft, and more!
- 4 different helicopters to master: The LHX, Osprey tilt-rotor, Apache and Blackhawk
- Absolutely state-of-the-art with 3D polygon graphics and 256-color MCGA support
- 11 external views let you watch the action from almost any viewpoint

IBM



"LHX exemplifies the current generation of military simulations" —*PC Magazine*

688 ATTACK SUB™ by John W. Ratcliff

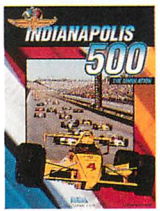
Take the helm of a US Los Angeles class or Soviet ALFA attack sub and explore both sides of international conflict. Master all responsibilities or delegate control to your crew. Includes 22 missions with variable starting positions for virtually unlimited replay. Stunning 3D graphics and digitized sounds, from sonar pings to whale songs, make this a truly realistic underwater experience.

- Cutting-edge sub technology, 3D sonar contour imaging, and digitized sound
- Crew members come to life in actual digitized pictures

IBM, Amiga

"A quantum leap in quality. It is highly recommended." —*Computer Gaming World.*

INDIANAPOLIS 500®: THE SIMULATION™ by Papyrus Design



Go up against your racing heroes on an exact replica of the Indianapolis Motor Speedway rendered in 3D polygon graphics for stunning realism. "The Pole" and 33 cars fully capture the experience of the famous 2.5 mile oval. Choose a team car or design your own. Relive your thrilling victories and agonizing defeats with TV-quality Instant Replay. "This might be the best-ever computer simulation of competition driving" —*Automobile Magazine*

- Create and save up to 3 custom cars or join one of three teams
- 3 ways to race: Practice, Qualify, or go for broke and Race 10, 32 or the full 200 laps

IBM, Amiga

"...thoroughly addictive." —*Road & Track Magazine*

CHUCK YEAGER'S ADVANCED FLIGHT TRAINER® 2.0 by Ned Lerner and Gen. Chuck Yeager

Experience white knuckle flying thrills with this new version of the best selling hit. Now with 18 different aircraft, accurate aerodynamics and realistic 3D graphics. Fly formation with the Blue Angels and Thunderbirds or race 6 new courses. As a special bonus, Chuck Yeager personally guides you through AFT on the Flying Insights™ audio tape included in every package.

- New terrain includes rivers, bridges and night flying
- 360° camera control plus special video effects
- Enroll in Yeager's Six Day Flight School for quick learning

IBM, Amiga, Atari ST

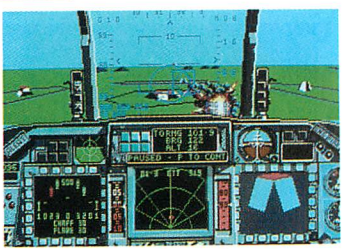
"Best Flight Simulator of the Year"
— *Dragon Magazine*

F/16 COMBAT PILOT ™ by Digital Integration

Take control of the skies as Combat Pilot or Squadron Leader in America's finest multi-role dogfighter. As Combat Pilot, you fly at the edge on critical missions from air-to-air intercepts to strategic air strikes. As Squadron Leader, test your strategy against a real-time enemy in multi-mission campaigns. You decide what missions to fly, for yourself and for your squadron. Dogfight head to head against a friend using two computers and serial port connections.

- Tangle with MIG patrols, SAM batteries, and HIND gunships
- Fight for control of a 20,000 square mile battlefield

IBM, Amiga, Atari ST, Commodore 64



"F/16 is the first of a new breed"
—*Amiga Resource*

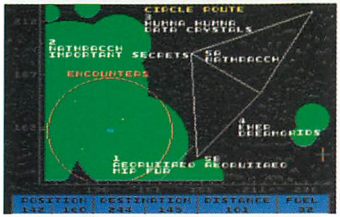
STARFLIGHT™ 2: TRADE ROUTES OF THE CLOUD NEBULA — by Binary Systems

The best selling adventure continues with exploration and trade through the mysterious cloud nebulae. Its been seven years since the destruction of the Crystal Planet, and a new threat has emerged. Use your diplomatic skills to trade and negotiate with over 10 new alien races. Unveil the secrets of the new Spemin weapon technology, and discover the impossible!

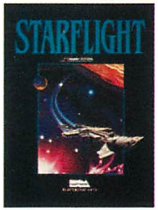
- Storyline is open-ended so there's no single "correct" way to finish the game
- More powerful ships, new weapons and technology
- Over 500 unique planets and 150 star systems to explore

IBM

"The grander scope and variety should keep armchair starfarers busy for a long time"
—*Game Player's Magazine*



STARFLIGHT™ — by Binary Systems



Boldly go where no game has gone before! You and your hand-picked crew take off from Starport, heading toward the core of the galaxy on a hunch... and soon find that you're not alone. Will your quest become a simple search for new planets — or a far-reaching journey that could save the entire universe?

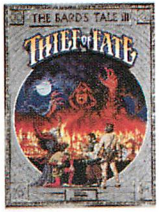
- Explore over 270 star systems with 800 unique planets
- Talk, trade or fight with 7 alien races, each with its own language, history and culture
- Animated, out-the-window 3D landing sequences show mountains, valleys and oceans

IBM, Amiga, Atari ST, C64

"Starflight has to be the best science-fiction game available on a computer"
—*Computer Gaming World*

ROLE PLAYING

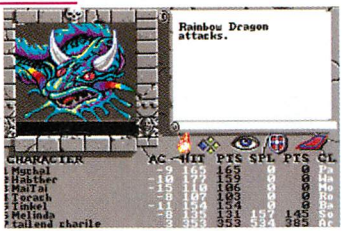
THE BARD'S TALE® III: THIEF OF FATE™ by Interplay Productions



The magic of the Bard's Tale continues. Someone – or something – has sealed the city's fate with an evil so vast that a host of Paladins and an army of Archmages are outmatched. Hard times call for subtlety. Smaller is better. Sneakier is best. What the world needs now is a thief. "The best of the well-loved Bard's Tale series" —*Computer Entertainer*

- Over 13 character classes, 80 dungeon levels, 100 spells and 500 kinds of deadly monsters
- Compatible with Bard's I and II characters: no previous experience required.
- Enhanced Save Game feature

IBM, Commodore 64, Apple II



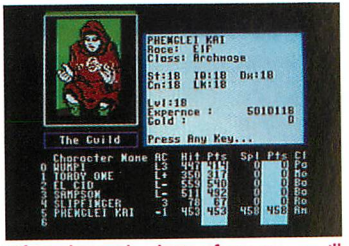
"Best Adventure/Fantasy Game" — *Commodore Magazine*

THE BARD'S TALE® II : THE DESTINY KNIGHT® by Interplay Productions

Fragments of the Destiny Wand lay scattered through the land in Snares of Death. Defeat Lagoth Zanta and reforge it or the Realm is doomed. The Bard's Tale tradition continues with 6 new cities, 25 complete dungeon levels and a powerful new class of master magician. Plus dozens of new spells, puzzles, items and monsters.

- The Snares of Death: 7 timed puzzles like nothing you've seen before
- Transfer characters from The Bards Tale: no previous experience required

IBM, Amiga, Commodore 64, Apple II, Apple IIGS



"If you love role-playing fantasies, you'll love this"

FOUNTAIN OF DREAMS™ by Dave Albert and Bob Hardy

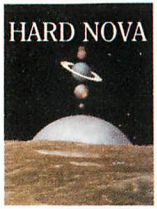
From the producer of Wasteland™, comes the most bizarre adventure you will ever mutate in. Florida is in chaos and your once pretty self is now mutating into a hideous beast. Only a fabled fountain can cure you. Fight and search for its healing waters before you waste away.

- Detailed graphics bring to life renegade beachcombers and voodoo vigilantes.
- New context sensitive conversation system allows characters to remember you and act accordingly.

IBM

HARD NOVA™

by Karl Buiter



Be a mercenary in a deep space adventure on the lawless fringe of the Core Systems. Your services go to the highest bidder, but your allegiance is to yourself and your own hidden agenda. You can smell an interstellar conspiracy like a hound can smell roadkill on asphalt. Should you investigate further? Will the conspirators pay you more to look the other way? Or will others pay more to bring them down? The choice is yours.

- Recruit some of the galaxy's finest mugs, thugs and thieves to your elite squad
- Interact with aliens using a versatile conversation system
- Vivid graphics bring to life planet surfaces and flights through space

IBM Available Winter 1990

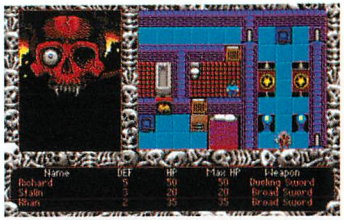
ESCAPE FROM HELL™

by Richard Seabourne and Alan Murphy

Tired of climbing down to dungeons a mere 20 or 30 feet underground? Then plunge into the depths of Hell itself! Bored with the same old monsters that peasants dreamed up back in the dark ages? Confront the evils of the modern age, from heavy metal rockers to sleazoid politicians. Interact with some of the most infamous and intriguing people from history: Dante, Hitler, Stalin, Mozart, Caesar and more!

- Explore 3 different levels of the most foreboding areas imaginable
- Detailed maps help get you out of hot spots

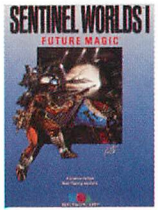
IBM



"...instilled with the true spirit of adventure" —*Questbusters*

SENTINEL WORLDS™ I: FUTURE MAGIC™

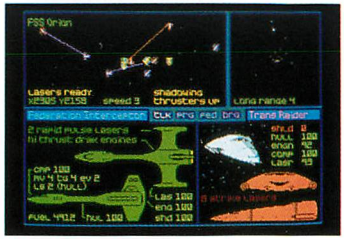
by Karl Buiter



Sentinel Worlds combines classic science-fiction role-playing with a fast paced mystery. Cargoliners are being mysteriously destroyed, so the Federation has commissioned a squadron of Interceptors to end the senseless destruction. Remember, in a space helmet no one can hear you scream...

- Screens combine top down and first person perspective
- Over 150 scenes and 3 environments with smooth animation for extra realism

IBM, Commodore 64



"Best Science-Fiction Game" —*Dragon Magazine*

PRODUCT

TITLE	C64	Ap II	IBM/5.25"	IBM/3.5"	Mac	Amiga	Atari ST	ApIIGS
688 Attack Sub			1584 29.95	3386* 34.95		3517 49.95		
The Bard's Tale II			1312 24.95	3318* 29.95				
The Bard's Tale III			3521 49.95	3673 49.95				
Budokan: The Martial Spirit			3229 49.95	3616 49.95		3862 39.95		
Cartooners			3046 24.95	3747 24.95				3045 29.95
Centurion: Defender of Rome			1798 49.95	3405 49.95				
DeluxeMusic Construction Set					3294 129.95	1197 99.95		
DeluxePaint II			1972* 69.95			1231 69.95		1233 24.95
DeluxePaint Animation			3801* 134.95					
DeluxePaint II Enhanced			3610* 134.95					
DeluxePaint III						3298 149.95		
DeluxePrint II						3621 79.95		
DeluxeRecorder					3226 149.95			
DeluxeVideo III						1951 149.95		
DeluxeWrite								1507 19.95
DeluxeWrite/DeluxePaint PowerPak								3274 39.95
Escape from Hell			3324 39.95	3632 39.95				
F/16 Combat Pilot	3011 34.95							

* = Combo version (5.25" and 3.5" disks included)

PRODUCT

TITLE	C64	Ap II	IBM/5.25"	IBM/3.5"	Mac	Amiga	Atari ST	ApIIGS
Fountain of Dreams			3224 49.95	3635 49.95				
Grand Slam Bridge			1187 29.95					
The Immortal						3985 49.95	4190 49.95	4225 49.95
Indianapolis 500®: The Simulation			1946 49.95	3640 49.95		3641 49.95		
Jordan vs. Bird	1434 24.95		1436 24.95	3259* 29.95				
Lakers vs. Celtics and the NBA® Playoffs			3418 49.95	3613 49.95				
LHX Attack Chopper			3221 59.95	3643 59.95				
John Madden Football	1399 39.95	1397 49.95	1401 49.95	3612 49.95				
PaperClip III	1603 49.95							
PaperClip Publisher	1745 49.95							
PGA TOUR® Golf			3228 49.95	3631 49.95				
Populous			3649 49.95	3651 49.95		3452 49.95	3527 49.95	
PowerMonger						3995 49.95	4212 49.95	
Starflight	1391 39.95		1103 24.95	1971 24.95	3406 59.95	1906 24.95	3399 24.95	
Starflight 2			1504 49.95	3615 49.95				
Stormovik: SU-25 Soviet Attack Fighter			3983 49.95	4165 49.95				
Studio/1					3391 149.95			
Studio/8					3022 299.00			

* = Combo version (5.25" and 3.5" disks included)

PRODUCT

TITLE	C64	Ap II	IBM/5.25"	IBM/3.5"	Mac	Amiga	Atari ST	ApIIGS
Studio/32					3877 695.00			
Thunder II					1945 79.95			
Earl Weaver Baseball v1.5			3028 39.95	3388* 44.95	1915 49.95			
Yeager's Advanced Flight Trainer v2.0			3297 24.95	3384* 29.95		3998 39.95	3999 39.95	
Yeager's Advanced Flight Trainer v1.0					1698 49.95			

* = Combo version (5.25" and 3.5" disks included)

U.K. IMPORTS

TITLE	C64	Ap II	IBM/5.25"	IBM/3.5"	Mac	Amiga	Atari ST	ApIIGS
Cyber Medix						4237 39.95	4236 39.95	
DeluxePaint							4166 99.95	
Flood						4000 39.95	4001 39.95	
Hound of Shadow			3837 39.95	3839 39.95		3796 19.95	3797 19.95	
Imperium			3858 39.95	3861 39.95		3859 39.95	3857 39.95	
Magic Fly						3991 39.95	4211 39.95	
Projectyle						3967 39.95	3968 39.95	

DATA DISKS

TITLE	C64	Ap II	IBM/5.25"	IBM/3.5"	Mac	Amiga	Atari ST	ApIIGS
Commissioner's Disk			3442 19.95			1952 19.95		
MLBPA® Team and Players Stats '89			3844 19.95			3919 19.95		
MLBPA® Team and Players Stats '88			3359 19.95			3479 19.95		
MLBPA® Team and Players Stats '87			2547 19.95			2548 19.95		
MLBPA® Team and Players Stats '86			2531 19.95			2527 19.95		
NFLPA® Players Disk '89			3974 24.95					
NFLPA® Players Disk '88			3623 24.95					
Populous: The Promised Lands			3748 14.95					

SOFTWARE CLASSICS

TITLE	C64	Ap II	IBM/5.25"	IBM/3.5"	Mac	Amiga	Atari ST	ApIIGS
Abrams® Battle Tank			1511 14.95					
The Bard's Tale	1118 14.95	1097 14.95	1314 14.95		1957 19.95	1202 19.95	1316 19.95	1283 19.95
The Bard's Tale II	1186 14.95	1203 14.95				1313 19.95		1833 19.95
The Bard's Tale III	1503 14.95	1574 14.95						
Caveman Ugh-Lympics	1568 14.95		1570 14.95					
F/16 Combat Pilot			3009 14.95			3669 19.95	3010 19.95	
F/A-18 Interceptor							1324 19.95	

TITLE	C64	Ap II	IBM/5.25"	IBM/3.5"	Mac	Amiga	Atari ST	ApIIGS
Instant Pages			1502 14.95					
Instant Synthesizer								1634 19.95
Keef the Thief			3444 14.95			3547 19.95		3051 19.95
Kings of the Beach: Pro Beach Volleyball	3439 14.95		3012 14.95					
Low Blow			3451 14.95					
Marble Madness	1199 14.95	1230 14.95	1299 14.95			1175 19.95	1620 19.95	1647 19.95
Music Construction Set	1034 14.95	1013 14.95	1050 14.95				1419 19.95	1232 19.95
Patton vs. Rommel	1320 14.95		1318 14.95		1182 19.95			
Powerdrome			3522 14.95			1779 19.95	1778 19.95	
Project: Firestart	1406 14.95							
Sentinel Worlds I	1876 14.95		1572 14.95					
Skate or Die	1604 14.95		1694 14.95					1802 19.95
Ski or Die	3842 14.95		3455 14.95					
Strike Fleet	1514 14.95	1608 14.95	1512 14.95					
Wasteland	1394 14.95	1392 14.95	1395 14.95					
Earl Weaver Baseball v1.0		1445 14.95				1254 19.95		
Zany Golf			1790 14.95			1791 19.95	1789 19.95	

NINTENDO ENTERTAINMENT SYSTEM

TITLE	
Skate or Die 2: The Search for Double Trouble	7001 34.99
The Immortal	7009 49.99

SEGA GENESIS

TITLE	
Budokan: The Martial Spirit	7018 49.99
Populous	7016 49.99
Zany Golf	7011 49.99
Lakers vs. Celtics and the NBA Playoffs	7004 49.99
John Madden Football	7000 49.99
Battle Squadron	7027 49.99
Sword of Sodan	7026 49.99

HOW TO ORDER

BY PHONE: Call (800) 245-4525 ANYTIME from ANYWHERE in USA or Canada to order with VISA/MC. Outside North America, 415 571-7171 ext 555 from 8 a.m. to 5 p.m. Pacific Time Monday - Friday.

BY MAIL: Send check or money order (US$, US or Canadian bank) to : Electronic Arts Direct
PO Box 7530
San Mateo, CA 94403

Express shipments are available.
There is an unconditional 14 day (from YOUR receipt of product) money back guarantee.

ORDER FORM

PRODUCT	QTY.	ITEM #	PRICE

Please add $3.50 s/h (+$1.00 for each additional item) For cluebooks, s/h is $3.00 Residents of these states, please add sales tax: CA=7.25%, CT=8%, IL=6.75%, MA=5%, TX=6.25%	Sub Total	
	Shipping & Handling	
	Sales tax	
	TOTAL	

Name _____

Address _____

City _____ State _____ Zip _____

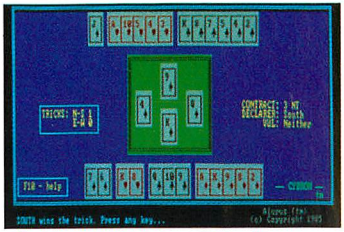
Phone _____ Age _____

GRAND SLAM BRIDGE™ by Cybron Software

A sharp opponent, a solid partner, a great way to polish your bridge skills. Grand Slam Bridge features Blackwood, Gerber, Stayman, weak jump overcalls, and pre-empts; weak 2 bids and 4- or 5-card majors. Your computer opponent will challenge you with finesses, ruffs, sloughs, card counting, and suit preference signals.

- Over a billion possible hands — specify the kind you want, or design a custom hand
- Three levels of play let you learn as a beginner, practice your skills, or compete against the best
- Play solitaire or with up to three humans and a computer fourth

IBM



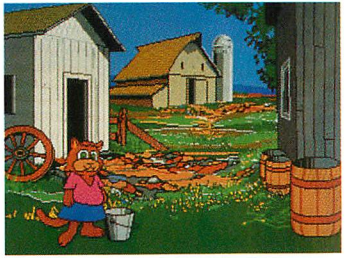
"The creme de la creme of bridge programs." —*The Washington Post*

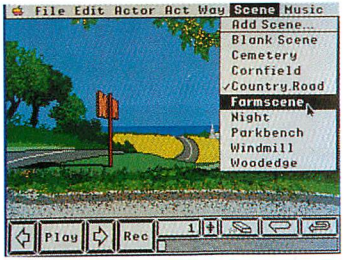
CARTOONERS™ by ITDA

Now any kid can make movies! A wide variety of animated graphics, vibrant scenery, and lively music combined with an easy-to-use interface, make Cartooners the perfect computer movie studio for kids of all ages. Three levels of entry provide easy access to young users, and offer progressive avenues of exploration to tap the creativity of any budding movie producer. Speech balloons and a variety of text features stimulate creative storytelling. Printing options allow kids to create their own full-color illustrated storybooks.

- 10 outdoor scenes, including a farm, cemetery, and forest
- Over 40 characters and props, including a dancing cat, moonwalking dog, and rustling bonfire
- A selection of music and sound effects to enhance the mood
- Add unlimited backgrounds and music by importing DeluxePaint II and Instant Music files

IBM, Apple IIGS





"Award of Excellence 1989" — *Classroom Computer Learning*

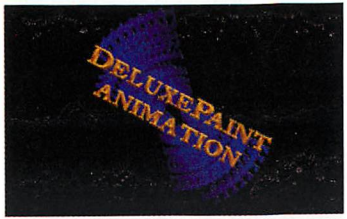
DELUXEPAINT® ANIMATION™

by Steve Shaw

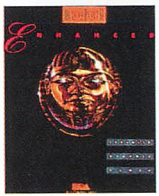
An easy to use paint and animation program with the quality features you expect from DeluxePaint. Animating your designs is as easy as pressing one key to record your paint strokes, and another key to play them back. Extensive paint capabilities allow you to create detailed 256-color animated cartoons, dynamic presentations, credits and titles for home videos or just have fun!

- Animated effects like fades, trails, and dissolves are easy to create and lend a professional look
- Intuitive interface and powerful selection tools
- Picture preview, extensive keyboard equivalents and much more!

IBM



DELUXEPAINT® II ENHANCED



An upgrade to DeluxePaint II, this enhanced version is designed for anyone interested in creative expression on their PC. A new interface with pop-up menus and keyboard equivalents make it easier than ever to use. Dozens of special features make this the paint program you've been waiting for! Now supports high resolution, extended VGA.

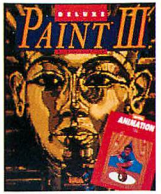
- Picture preview lets you view documents before opening
- Includes Gallery, a slideshow for presenting your work
- Use stencils to paint "behind" and "in front of" other objects and art
- 7 levels of magnification, 3D perspective, and multiple brush modes

IBM

"...a full-featured graphics package at a budget price" —*PCM*

DELUXEPAINT® III with Animation

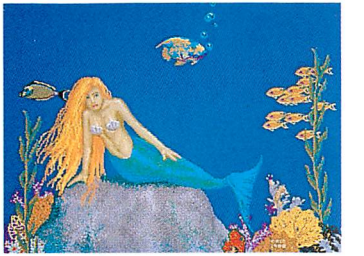
by Dan Silva



Paint and animation in one incredible tool. The program that set the standards for computer painting — now with major enhancements and the easiest-to-use animation capabilities ever developed. Just press one key to record your mouse strokes, and another to play them back. Supports Extra-Halfbrite and direct overscan!

- Create Animated Brushes and paint with them
- Compression mode for impressive animations with just 1 Meg of RAM
- Wrap and tint modes, new font requestor and multiple brush modes
- Supports ANIM file format

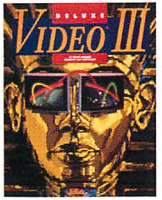
Amiga



"If you can buy just one piece of software for your Amiga, it should be DPaint III" —*Info*

DELUXEVIDEO® III

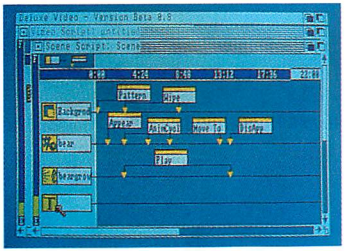
by Michael Posehn and Granite Bay Software, Inc.



This perfect companion to DeluxePaint III provides an easy solution for creating interactive demos, animated cartoons or video presentations. Impress clients with MIDI sound and professional video transitions. Amaze friends and family with professional-quality graphics genlocked over home videos. Supports super bitmaps, high speed animation, and IFF standard sound and music files. The visual interface lets you create videos or edit object motion using only the mouse!

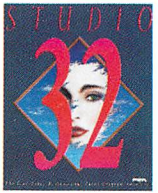
- Supports all Amiga resolution modes, including HAM, hi-res, overscan, and interlace
- Control external devices like single-frame VCR through ARexx™ message port
- Control timing up to 1/60th of a second and import Anim brushes as well as Anim files

Amiga



"...I recommend it highly. It's powerful and easy to use." —*AmigaWorld*

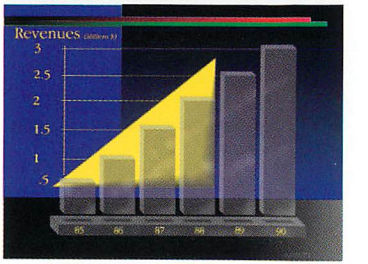
STUDIO/32 ™



For designers, production artists and pre-press professionals, Studio/32 is the perfect tool for producing detailed comps, transparencies and proofs. It supports the PANTONE® MATCHING SYSTEM, CMYK, HSV and RGB color models so artists can get the precise colors they need. Output options include 4-color separation capabilities and compatibility to Postscript® and QuickDraw® printers. Plus, the familiar functionality of Studio/32's color manipulation features, paint tools, selection tools and masking capabilities, let you begin creating immediately. Studio/32 performs the way artists think and work.

- Supports 8-, 16-, 24-, 32-bit color
- Disk-based document support to handle images larger than available RAM
- Text layer for PostScript® quality text
- Pressure sensitive tools include: airbrush, waterdrop, sharpen and anti-aliased brush tool
- Merge function to bring two or more images together for dramatic results

Macintosh II

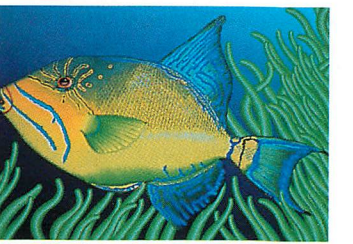


STUDIO/8 ™

An advanced color paint program, providing sophisticated selection techniques, powerful distortion functions and an intuitive 3D Perspective. Also lets you turn any selected image into a brush. Flexible Masking function provides a level of versatility not previously available. Studio/8's use of familiar Macintosh icons make it easy to create dazzling effects.

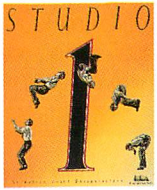
- Masking by object or color, rotatable ellipses and editable Bezier curves
- Custom gradients with variable dithering and color cycling for animation effects
- Picture preview and tear off menus

Macintosh II



"Best New Paint Program" —MacUser Magazine

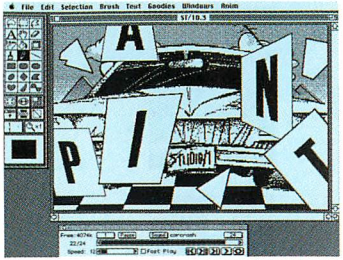
STUDIO/1 ™



Studio/1 offers easy to use, powerful animation features. Make growing bar charts, flying pies and spinning titles in seconds. AnimEffects add impressive transitions, fades and special effects. Enhance your work with digitized sounds, speech and music. Plus sophisticated paint tools, 300 dpi editing and a Postscript® quality text layer. Studio/1 includes a HyperCard driver for interactive presentations and an animated slide show for showing off your work.

- Scan and animate any image with direct Apple scanner support
- Create an object, paint a path and Studio/1 does the rest. Simple, fast, fun.

Macintosh



"Award of Excellence" —Byte Magazine

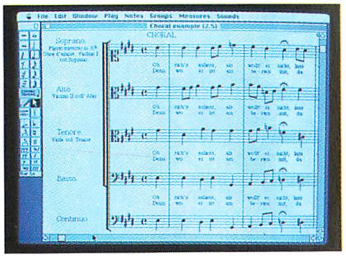
DELUXEMUSIC CONSTRUCTION SET ®

by Geoff Brown and John Macmillan

The professional-level music program that does it all — from composition to transposition, from MIDI input to typeset-quality printed sheet music. Write a melody, develop several parts and edit them all.

- 16-channel MIDI output, MIDI in, MIDI sync
- Complete notation: triplets, slurs, beams, up to eight staves with two tracks per staff
- Automatic transposition, full cut-and-paste editing
- Supports SMUS-IFF files

Amiga, Macintosh



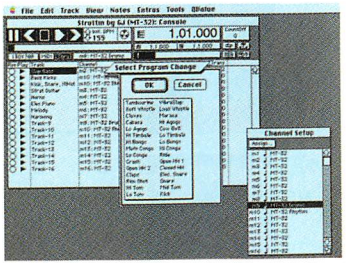
DELUXERECORDER ™

by Resonate

Transform your Mac and MIDI-compatible instrument into a home recording studio! Create and perform musical compositions with all the power of a multi-track tape recorder containing all the vital controls for recording and playing.

- Real time MIDI recording
- Works with DeluxeMusic Construction Set
- Graphic display/editing of all MIDI data
- Select instrument by name, not by number
- Real time editing window lets you manipulate MIDI music with graphic displays

Macintosh

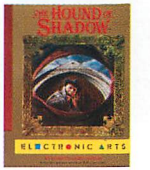


IMPERIUM ™ by Mathew Stibbe and Nick Wilson

Experience the next thousand years of human development. Mankind has turned to you to rebuild a Human Empire. Negotiate alliances with alien empires, design and create spacefleets, assign leaders and give mission orders. You exist in a real, planetary environment where your actions will affect the stability and economic success of your Empire.

IBM, Amiga, Atari ST

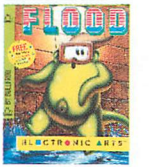
HOUND OF SHADOW ™ by Eldritch Games Limited



Inspired by H.P. Lovecraft, Hound of Shadow is set in England in the 1920s, when it was fashionable to cultivate an interest in spiritualism and magic. Become involved with murder, revenge, the occult, daemonic possessions and numerous other horrors. Discover what awful things lurk behind a seemingly humdrum existence, and learn through bitter experience that ignorance really can be bliss. Features the Timeline computer role-playing system.

IBM, Amiga, Atari ST

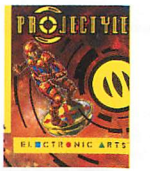
FLOOD ™ by Bullfrog



The creators of Populous have opened the floodgates, leaving you to maneuver through 42 soggy levels toward escape! Balloons, spacehoppers and flame throwers help keep enemies at bay — you'll need them against a sinister assortment of monsters, from psycho Teddies to vacuous gombos. Dozens of puzzles to solve, secret locations and splashy sound effects will leave you awash with excitement!

Amiga, Atari ST

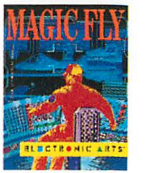
PROJECTYLE ™ by Eldritch the Cat



Up to three contenders play simultaneously in an attempt to smash the super luminal "puck" into the opponents goal. Zoom around 5 quadrants, be quick at the puck off and beat the opposition to the Projectyle! High-speed multi-directional screen scrolls, detailed graphics and incredible sound tracks make for action that's fast and furious.

Amiga, Atari ST

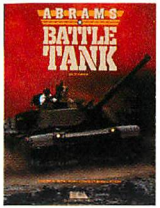
MAGIC FLY ™ by Jeff Lawson and Mark Pickavance



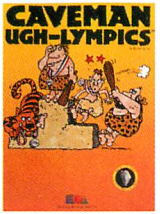
As a fighter pilot in the elite Magic Fly squadron, it's your mission to penetrate and destroy the Ceti Triad, a powerful and merciless group of criminals. Blast your way through a vast 3D underground labyrinth, destroying over 30 types of enemy spacecraft shaped like creatures of nightmare — Centipedes, Tarantulas and Scorpions.

Amiga, Atari ST

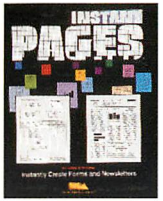
U K I M P O R T S



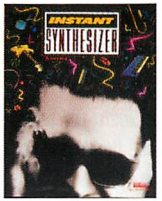
Abrams® Battle Tank™



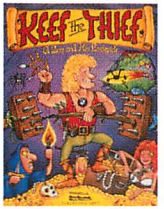
Caveman Ugh-lympics



Instant Pages™

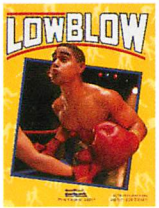


Instant Synthesizer™



Keef the Thief™

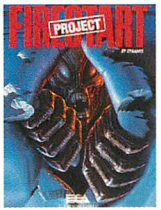
Kings of the Beach Professional Beach Volleyball™



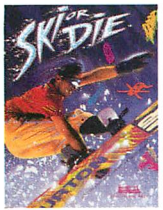
Low Blow™

Music Construction Set®

Powerdrome™



Project Firestart™



Ski or Die™

Zany Golf™

The Bard's Tale®

F-A/18 Interceptor™

Marble Madness™

Patton vs. Rommel™

Wasteland™

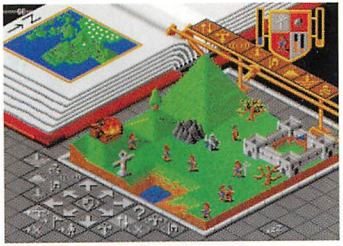
Strike Fleet™

SOFTWARE CLASSICS

POPULOUS™ by Bullfrog

"You have always wanted to play god. Admit it. Now you can." *New York Times, August 15, 1989.* Create the world in a week and destroy it in a heartbeat. Lead your followers, unleash natural disasters and change the face of mighty planets! Conquering 500 worlds is a task worthy of any supreme being. Unlike any 16-bit videogame to date!

- 500 worlds to conquer — cruel ice plains, parched deserts and more!
- Control awesome natural weapons like floods and volcanoes!
- Tutorial, Conquest and Custom game options

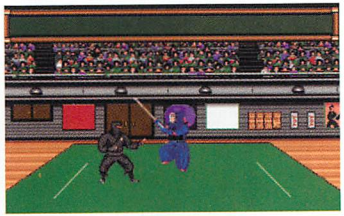


"Most Innovative Game" —*Computer Entertainer*

BUDOKAN: THE MARTIAL SPIRIT™ by Rick Tiberi, Ray Tobey and Michael Kosaka

Walk the path of the Warrior. Master the most deadly martial arts: Karate, Kendo, Bo and Nunchaku. Skilled with over 25 moves per art, you're a perfected weapon — ready to face the challenge of the Budokan.

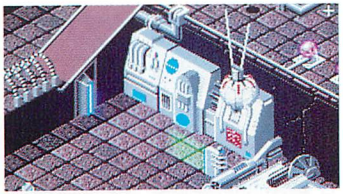
- Dangerous enemies skilled in Yari, Tonfa, Kusari-gama and Ninja
- See incredibly detailed graphics as the Ninja vanishes in a flash
- Go head-to-head with 2 player option



ZANY GOLF™ by Will Harvey

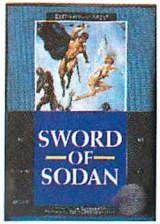
Unbelieve-a-ball! Miniature golf beyond your wildest imagination. The craziest holes a golf ball's ever seen — all so incredi-ball, each one is like a separate arcade game. Jumping hamburgers, dancing holes, lasers and energy orbs — simply all-out weirdness! The graphics and sound Genesis players expect with the fun and lunacy you're hungry for.

- Get through the Pinball Hole with its flippers, thumper bumpers and drop targets
- Avoid laser blasts, particle rays and transporter pads at the Energy Hole
- Plus the classic windmill, a castle and many more surprises!



"Best Pure Fun" —*OMNI Magazine*

SWORD OF SODAN™ by Discovery Software



In this breathtaking action arcade game, Zoras the Necromancer savagely murders your father, the King, and infests the once-peaceful kingdom with horrifying demons. Trained in the ways of the sword, you must fight your way past legions of graveyard spirits, giant scorpions and deadly pitfalls to avenge your father's death and win back the kingdom.

- Dual role playing — battle Zoras' minions as hero or heroine
- Challenging levels of increasing terror and mayhem
- Digitized sound — hear the screams of your fallen foes
- Distinctive graphics — screen-sized characters and vivid backgrounds

Available Winter 1990

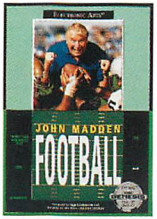
BATTLE SQUADRON: The Destruction of the Barrax Empire™ by Innerprise Software

Destroy the Barrax Empire in this fast-paced action game that brings arcade-style graphics to your Sega Genesis. Command Battle Group V on a mission to rescue two commanders from deep within the planet Terrania. You must attack the Barrax Empire Forces and infiltrate the subterranean levels to complete your mission. The enemy is ruthless, and sometimes almost invisible. To succeed you must scavenge powerful weapons along the way.

- 2 player simultaneous play — cooperative or competitiive
- Arcade-style graphics with true depth
- Stunning music and sound effects
- Smooth vertical and horizontal scrolling
- Varied background graphics
- Set your own level of difficulty

Available Winter 1990

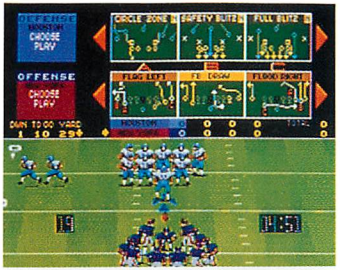
JOHN MADDEN FOOTBALL™ by Park Place Productions

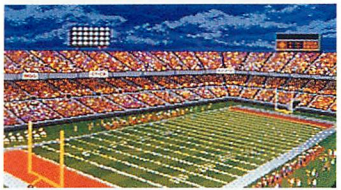


Finally, here's a football game that brings you all the hard hitting excitement and drama of pro football. Features amazingly true-to-life graphics and animation, great arcade action for both offense and defense and individual team characteristics. Make your strategy come to life. Choose from over 100 plays, even call audibles at the line of scrimmage. Guide your team through the playoffs to Super Sunday.

- You have complete control over your players' movements: dive, spin, jump, run, block and tackle like the pros
- Run any of the 100 action plays
- End-zone view lets you easily find holes in the line or open receivers
- Zoom camera view focuses on your receivers to improve your passing accuracy

Available Winter 1990



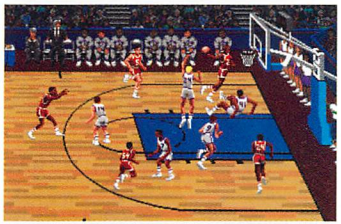


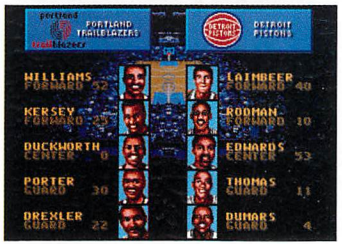
LAKERS VS. CELTICS AND THE NBA® PLAYOFFS™ by Robert Weatherby

Match up the "Teams of the Decade" in this full court, 5-on-5 basketball game. Control real NBA players from ten of the hottest teams in the NBA. Recognizable signature moves, from Jordan's Air Reverse Dunk to Isiah's Spinning Lay-up and stats from the 1989-90 season make this the most realistic basketball game for the Sega® Genesis®.

- Ten NBA teams and real NBA players
- Play a single game or enter the playoff tournament
- Recognizable signature moves like Barkley's Gorilla Dunk and Robinson's Windmill Slam
- Large graphics and fluid animations

Available Winter 1990

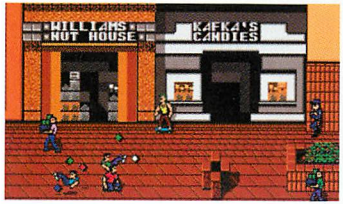




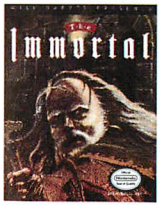
SKATE OR DIE® 2: The Search for Double Trouble by Michael Kosaka, David Bunch and Eric Knopp

Get into Double Trouble — the most twisted skateboarding adventure, plus the ultimate Ramp! Newspaper headlines scream: "Punk flattens mayor's poodle...Ramp demolished...local skateboarding suffers!" Now whaddya do? Scour the sewers and alleys. Scrape together the ramp plans blowin' down the beach. Nail the homeboys with stink eggs and paint pellets. Rescue the torrid babe. Thrashin' adventure!

- Rodney and Lester are back! Swap them goods for faster boards and better tricks
- Awesome sound and digitized speech effects
- Two games in one: Take to the streets, malls and beaches in a multi-level adventure, or skate straight to the ramp for fresh shreddin' fun



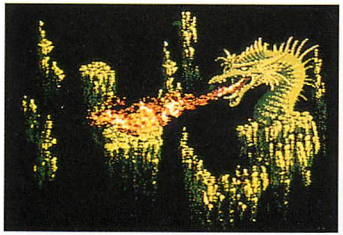
THE IMMORTAL™ by Will Harvey

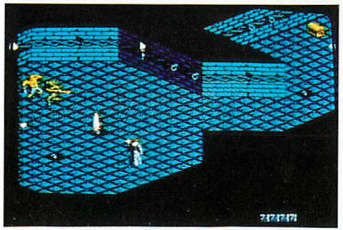


When nightmares come to life, you discover you're not immortal! Venture into the dungeon and unravel the mysteries of the levels below. Fly, shrink, change yourself into a troll. Dodge, slash and jab in the most realistic fighting ever seen on Nintendo! Unravel untold secrets as you search for your lost master, Mordamir.

- Unprecedented full screen combat
- Technically refined, ultra-responsive game control
- Unleash magical powers to change form, fly and shrink
- Over 50 detailed chambers full of puzzles, traps and surprises

Available Winter 1990





VIDEO GAMES 1990-1991

ELECTRONIC ARTS

820345